Design Document

LittleBigPlanet

Game Play Objects

Things for adding Game Play to a Space!

Last updated 19th May 2007

Game Play Objects - Spawn Points

Inactive   Activated   Spawning

Spawn points serve two main functions;

   -They define where players enter into a level

   -They act as safe points, that players can re-spawn at when they die.

Every space should have at least one of these. If no spawn point is defined, then players will appear in a random place. If more than one is used, then players entering the level will come in via any one of the entrances, randomly – unless otherwise specified.

When using more than one, the player can define whether this the 'start/main entrance' badge - ie. When players first enter this level, this is where they appear?

Spawn points have three main states;

   - **Inactive** ; no one has reached/used this spawn point yet.

   - **Activated** ; Has been used, or passed by a player.

   - **Spawning** ; Doors are open, and a player is about to emerge!

Game Play Objects - Check Points

Unactivated   **Activated**
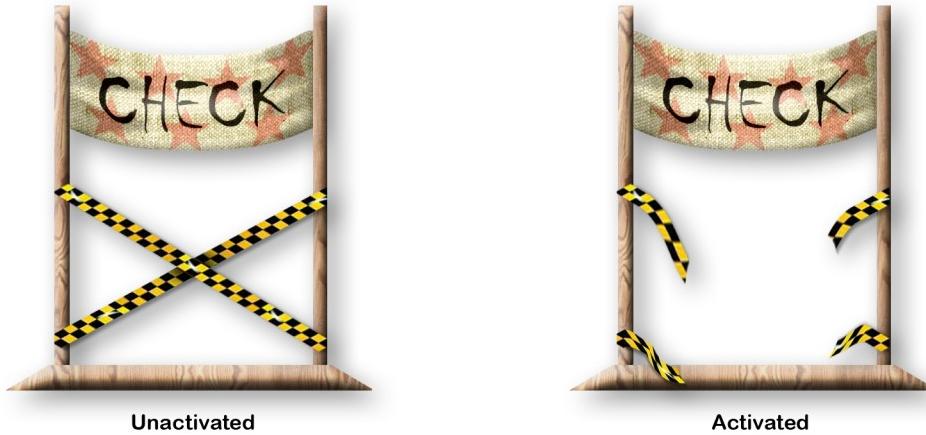
The main purpose of a checkpoint, is to help guide players through your masterpiece by defining a path – they are really little more than sign posts saying 'this way', and are linked to one or more other checkpoints, to define the path – but they also have some added important game play elements.

They change the way the camera works – if a checkpoint is in a space, the camera now has a fixed max zoom level, and will zap laggers behind (based on who is nearest to the next checkpoint), respawning them following these rules for choosing a Spawn point;

-Must be within the max zoom distance,

-Player must have already passed/been near to a spawn point (to stop players being zapped ahead, and skipping bits of level), OR all other players must have passed/been near to it already.

They also introduce a 'HUD' element – if the next checkpoint is off screen – then the players could be subtly prompted which way to go, with an arrow, or something similar.

When used in conjunction with the 'Race Kit' (ie, start and finish posts), they freeze a players timer if he is near enough to it – this gives superior players an opportunity to be considerate of laggers behind, and wait for them, without ruining his personal stop watch performance!

Game Play Objects - Links

Locked   **Unlocked**   **Open**

Links are doorways to other spaces – they are represented by the same badge that you see on the Server Planet – this is a means for players to put links to other levels they like, or even string together a set of levels to feel like a more epic adventure.

Links can be in one of three states;

- **Locked** ; a key is need before you can pass through. In most cases, the key would be given to the player at the end of a level, thus allowing them to proceed to the next – some are more hidden though, and require the players to hunt around for them!

- **Unlocked** ; Players can stand in front of it, use the 'interact button', which will make it unzip, and allow them to jump in and enter a different level.

- **Open ;** If it is already open, then a player has just used it – and you can follow them to the same level, and carry on playing with them.

Game Play Objects - Race Kit

Start Gate Unactivated

Start gate Activated

Finish Gate Unactivated

Finish gate Activated

The race kit contains a start and finish post – two simple objects, that when placed into a space allows players to create a time challenge. They are in fact very like checkpoints, with a few crucial differences;

- Standing by the Start post resets a players time to 0, and begins a countdown, which then opens a door, allowing players to pass.

- The Start post automatically links to the Finish Post, or Nearest Checkpoint, thus defining the path the race should follow.

- They introduce a HUD stopwatch element, showing players times and position.

- The Finish post has the option of adding a high score table to the space.

- Once a players reaches the Finish Post , it automatically kick starts a scoring sequence.

Scoring Post

Need to add this in here!

God Controls WIP

Frames

Frames provide the player with a means of marking out rectangular 'zones' within a space – visually represented by a physical picture frame – these frames are only visible though when a player is specifically in 'edit frames mode', accessed via global settings menu part of Poppet.

When in this mode, the camera zooms out a bit more than usual, and any frames that have been added to the level quickly drop down from the sky, as if lowered by strings. They sit in front of the level (maybe we could even lessen the perspective on the camera a tad, to minimize parallax issues).

Players can position a frame in 2d only, it is always rectangular, players can change it's size/aspect ratio (a frames max size is limited by the extents of the level), and can choose what type of frame it is, and edit some additional values, depending on type of frame chosen – all via the mini media bar interface.

Camera Frame

This allows the player to change how the camera acts within the frame, and (maybe!) change some of it's settings, such as focus, min/max zoom levels, etc.
Once defined, a camera frame will change the way the camera acts – but only if all players are in it.
With all players in the frame, the camera will do it's best to not scroll beyond it's boundrys – this helps to define distinct areas and compositions within a space.

Camera frames can overlap all other types of frames.

Reset Frame

This allows the player to set up parts of a space that automatically 'reset' after a desired amount of time – useful for creating physical puzzles/challenges that can be messed up, and become impossible to complete.

When editing these, the player positions the frame to encompass all objects that are to be reset – and takes a 'snapshot'. This remembers the position of objects within the frame, and will restore them to this, after an amount of time, that the player chooses.

Entering a reset frame when playing a space will start a timer countdown (via HUD), once 0 is reached, all objects that were captured in frame reset - This of course needs good visuals so the player knows what is going on! (Maybe all objects about to reset throb with energy or something)

Reset frames cannot overlap other Reset frames. Probably.

Death match Frame

This is the same as a standard Reset Frame, with additional HUD elements that appear when players enter;
  *Number of times I died in here, since last frame reset
  *Etc, can't be arsed to flesh this one out yet ,but I think a frame is the right approach for this
    game type.

Time of Day Frame

This allows the player to change time of day/lighting presets – and assign them to different areas of the space.

This is a bare minimum selection, but I feel we could use frames for many other things in the future, such as choosing weather effects, choosing music, or even choosing a different renderer!